

## Game Rules for Gold Rush

1. Individual sandwich bags are filled with goldfish crackers and hidden along trails in the forest.
2. Jailers are appointed from the PA's of the PAIT unit and 1 or 2 drawn from a lottery of the oldest year of PA's. Jailers will brainstorm silly 'sentences' for bandits i.e. Running around port-a-potties singing "It's a Small World" or jumping on and off a log 50 times. No harmful or humiliating sentences are to be given.
3. Sheriffs (6) are also drawn from a lottery of the oldest year of PA's. Sheriffs will be in charge of responding to distress cries from groups of girls, arresting bandits and redistributing recovered gold into the forest.
4. PAIT's are the bandits, who travel in groups of 2 or 3 in search of camper groups who may be in possession of gold.
5. Campers are separated into small groups with accompanying PA's or leaders to travel through the forest searching for the hidden gold.
6. At the start of the game, the bandits go into the forest and hide. They may not pick up any of the gold they may see.
7. A few minutes later, the camper groups go into the forest searching for the hidden bags of gold. When they find one, one of the campers or leaders hides the bag on their person so it cannot be seen by the bandits.
8. When a bandit comes upon a camper group they would like to rob, they stop the group on the path. They then have 3 guesses as to which camper might be hiding the gold. If they find gold on their first guess, they may have 2 more guesses, etc. They may use all three guesses.
9. When a bandit identifies a person hiding gold correctly, the gold **must** be given to them. The bandits may choose to leave after using whatever number of guesses they want. At that point, no sooner, the robbed campers may yell for the sheriff. When the sheriff comes, she is sent after the bandits. The campers then continue searching for gold.
10. If a sheriff sees a bandit they think has gold, they say, "Stop! Do you have any gold?" The bandit must stop and respond truthfully. If they don't have gold, they are released and go on their way. If the bandit has gold, she must turn it over and proceed unescorted to jail. Sheriffs may also arrest bandits they catch in the process of holding up a camper group, even if they have not yet found any gold.
11. When the arrested bandits arrive at the jail, they report to the jailers, who will assign them a jail sentence. The bandits must complete the sentence to the jailer's satisfaction before they are released again to the forest.
12. The game continues until the time limit is reached upon which couriers are sent into the forest to call that the game is over, or a signal is sounded.

**\*\*\* Campers must always be with a PA or Leader. No girls may travel anywhere in the forest by themselves, including sheriffs and bandits. Sheriffs and bandits must be in groups of two.**

**\*\*\*Running is to be avoided whenever possible. Travel must be limited to paths and all Wil-lo-linn camp rules continue to apply.**